

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Original) A mobile terminal, comprising:
  - a display screen;
  - an input system for receiving user input;
  - a wireless communications subsystem;
  - a processor;
  - memory storing computer executable instructions that, when executed by the processor, cause the mobile terminal to perform a method for retrieving data from a server, comprising:
    - (i) loading a local client executable application for decoding a coded short text messaging system message;
    - (ii) receiving the coded short text messaging system message from a content provider via the wireless communication subsystem, wherein the coded short text messaging system message comprises compressed data not understandable to a user of the mobile terminal;
    - (iii) the local client executable application decoding the received short text messaging system message to translate the received data into a human understandable format; and
    - (iv) displaying the decoded information on the display screen.
2. (Original) The mobile terminal of claim 1, wherein the received short text messaging system message comprises a plurality of short codes to identify individual fields of data.
3. (Original) The mobile terminal of claim 1, wherein the human understandable format comprises text in a native language of a user of the mobile terminal.
4. (Original) The mobile terminal of claim 1, wherein the human understandable

format comprises graphics.

5. (Original) The mobile terminal of claim 1, wherein the local client executable application comprises executable code.

6. (Original) The mobile terminal of claim 1, wherein the computer executable instructions further perform the method comprising:

- (v) receiving a second coded short text messaging system message from the content provider via the wireless communication subsystem, wherein the second coded short text messaging system message contains new information updating information in the coded short text messaging system message received in step (ii);
- (vi) the local client executable application decoding the second received short text messaging system message;
- (vii) displaying information decoded from the second received short text messaging system message on the display screen; and
- (viii) flushing from the memory of the mobile terminal information decoded from the coded short text messaging system messages received in step (ii).

7. (Cancelled)

8. (Original) The mobile terminal of claim 1, wherein the short text messaging system comprises SMS.

9. (Original) The mobile terminal of claim 5, wherein the executable code comprises Java.

10. (Currently Amended) A computer readable medium storing a client application in the form of computer executable instructions that, when executed, cause a mobile terminal to perform a method for receiving information relating to a selected topic, comprising:

(i) querying a user of the mobile terminal to select one of a push or pull mode of operation;

(ii) when the user selects the push mode of operation:

a. displaying a plurality of menus to allow the user to identify desired information ~~regarding which the user would like to remain updated, to identify one or more criteria specifying how often the user would like to receive updates, and to identify a number of prepaid messages for which the user would like to be charged;~~

b. generating a coded short text messaging system message based on the user's selection of the push mode of operation, and further based on the user's selections regarding desired information, criteria, and number of prepaid messages, wherein the generating of the coded short text messaging system message comprises translating a short text messaging system message that is in a human understandable format into a coded data format not understandable to the user of the mobile terminal; and

c. outputting the short text messaging system message for sending to a content provider associated with the client application via a wireless telecommunications network.

11. (Original) The computer readable medium of claim 10, wherein the computer executable instructions further cause the mobile terminal to perform the method comprising:

(iii) when the user selects the pull mode of operation, displaying one or more hierarchically arranged menus navigable by the user to allow the user to drill-down through the one or more menus to identify desired information that the user would like to receive;

(iv) generating a coded short text messaging system request message containing the user's identified desired information; and

(v) outputting the coded short text messaging system request message for sending to the content provider via the wireless telecommunications network.

12. (Original) The computer readable medium of claim 11, wherein the computer executable instructions further cause the mobile terminal to perform the method comprising:

- (iii) receiving a coded short text messaging system response message from the content provider via the wireless telecommunications network, wherein the coded short text messaging system response message comprises compressed data corresponding to the identified desired information, and wherein the compressed data is not readily understandable to a user of the mobile terminal in the compressed format;
- (iv) the local client executable application decoding the received short text messaging system response message to translate the received data into human understandable information; and
- (v) displaying the human understandable information on the display screen.

13. (Original) The computer readable medium of claim 10, wherein the computer executable instructions further cause the mobile terminal to perform the method comprising:

- (iii) receiving a coded short text messaging system response message from the content provider via the wireless telecommunications network, wherein the coded short text messaging system response message comprises compressed data corresponding to the identified desired information, and wherein the compressed data is not readily understandable to a user of the mobile terminal in the compressed format;
- (iv) the local client executable application decoding the received short text messaging system message to translate the received data into human understandable information; and
- (v) displaying the human understandable information on the display screen.

14. (Original) The computer readable medium of claim 10, wherein step (ii)(b) comprises referencing a table to identify appropriate short codes corresponding to the user's selections.

15. (Original) The computer readable medium of claim 13, wherein step (iv) comprises referencing a table to identify appropriate human-understandable descriptions corresponding to short codes received in the coded short text messaging system response message.

16. (Original) The computer readable medium of claim 13, wherein the human understandable information comprises text in a language native to a user of the mobile terminal.

17. (Original) The computer readable medium of claim 13, wherein the human understandable information comprises graphics.

18. (Original) The computer readable medium of claim 10, wherein the short text messaging system comprises SMS.

19. (Currently Amended) A method for distributing selected information to a user of a mobile terminal, comprising:

(i) receiving, at a processor, a first message originating from the mobile terminal sent over an asynchronous connectionless-based channel, wherein the first message comprises coded data indicating information desired by the user;

(ii) querying, by the processor, a content provider database for the desired information;

(iii) generating, by the processor, a second message comprising coded data corresponding to the desired information—~~desired by the user~~, wherein the generating of the second message comprises translating data that is in a human understandable format into a coded data format that is not understandable to the user of the mobile terminal; and

(iv) sending—causing, by the processor, sending of the second message to the mobile terminal over the asynchronous connectionless-based channel.

20. (Currently Amended) The method of claim 19, wherein the first message further comprises one or more criteria indicating when to send the desired

~~information should be sent to the user's mobile terminal, and an indication of a number of prepaid messages for which the user agrees to prepay.~~

21. (Original) The method of claim 20, further comprising:

(v) when the one or more criteria are met:

- a. performing steps (iii) and (iv); and
- b. adjusting the number of prepaid messages remaining for the user based on the second message.

22. (Original) The method of claim 19, wherein the first message and second message each comprise a SMS message.

23. (Currently Amended) The method of claim 22, further comprising:

- (vi) ~~determining whether the user corresponding to the mobile terminal from which the request message was~~prepayment has been received ~~has prepaid for the response SMS message; and~~
- (vii) ~~when the user has not prepaid for the response message, reverse billing the SMS response message to the mobile terminal~~ when prepayment has not been received.

24. (Original) The method of claim 22, wherein the second message comprises a long SMS message.

25. (Currently Amended) A method of providing information via a ~~microband~~ channel to a mobile device, comprising:

- advertising, by a processor, for sale a predetermined number of coded ~~microband~~ messages corresponding to a predetermined event;
- receiving, by the processor, information indicating that payment from a first user for the predetermined number of ~~microband~~ messages has been received;
- updating, by the processor, a database based on the predetermined number of messages for which payment was received;

sending, by the processor, a plurality of coded ~~microband~~-messages for decoding by executable code on a mobile device associated with the user from whom payment was received, until the predetermined number of ~~microband~~-messages has been fully utilized, wherein the coded messages comprise a text message that has been coded from a human understandable format into a coded data format that is not understandable to a user of the mobile terminal.

26. (Original) The method of claim 25, wherein the predetermined number of messages comprises all messages corresponding to the predetermined event.

27. (New) A method comprising:

loading a local client executable application configured to code a coded text message provided by a content provider based on a short code and a long identifier, wherein the short code and the long identifier are customized to a topic of the content of the coded text message provided by the content provider;

receiving the coded text message from the content provider via a wireless communication system, wherein the coded text message comprises compressed data including an instance of the short code;

decoding, by a processor executing the local client executable application, the coded text message to identify and replace the instance of the short code in the coded text message with the long identifier to generate a decoded text message; and

causing display of the decoded text message on a display screen.